

COMMODORE 64/128 - DISKETTE

· MASTERTRONIC ·

The Games of D&D



· MASTERTRONIC ·

ICD 0094

The GATES of DAWN

The Aim of the Game

Now, for the first time, GATES OF DAWN will release you into the world of the dream. You must travel through timeless passages as the knight of a bygone age. Much of what you see will not be as it appears and conversely much will happen that you cannot always see. Remember dreams are a sleeping fantasy where nothing is too fantastic. The impossible seems to become reality. So prepare yourself to enter through the Gates of Dawn.

PLAYING THE GAME

You begin your dream dressed in armour and armed with a sword. You can check the path you take on the chess board map. As you encounter objects and pick them up they will be listed on the inventory just below the map. Use the CTRL key to arrange them in the most useful order. Whichever item is at the top of the list is the one waiting to be used.

Press any function key to see the list of possible commands, there is a variety of things you can do. When you have highlighted the command of your choice, press the fire button to choose it. Sometimes you will have to explain further exactly what you want to do, you will have to type this in via the keyboard. The prompt at the bottom of the screen will keep you informed.

If you wish to enter into combat with anyone, or anything you may meet, make sure your sword is ready for action by being at the top of your inventory, then press the fire button.

CONTROLS

Insert your joystick into Port 2. Joystick control allows you to move left, right, forwards or backwards. When you approach a doorway you enter automatically.

The following keys are also necessary:

CTRL allows you to select the order of the objects you are carrying
SPACE BAR allows you to pick up an object when you are in contact with it
FUNCTION KEYS pressing any of the function keys allows you to choose any command listed. Select which command by moving the joystick and choose by pressing the fire button.

FIRE BUTTON When walking around with the sword at the top of your inventory, pressing the fire button allows you to fight with your sword.

When selecting a command pressing the fire button chooses the highlighted command. ↑ This pauses the game.

SCREEN LAYOUT

The column on the right hand side of the playing screen shows a variety of information.

The top section resembles a chess board, it keeps track of where you venture in your travels. Directly underneath this is a compass.

Underneath the chess board map, you will see an inventory of objects collected. The very bottom of the column indicates lives left, strength and your current score.

This bottom section is overwritten by a list of commands which you must choose from. These appear when you press any function key.

OBJECTS

You will encounter many items apparently left lying around, these have strange and often surprising uses.

- Let this Arcade Adventure take you into The World of Dreams and Beyond
- 64 Screens of Mystery and Challenge
- Atmospheric Sound • Marvellously Detailed Graphics and Animation

TO LOAD: Insert into disk drive. Follow the instructions in your computer manual. Type LOAD
"***", 8 (press the RETURN key).
When READY appears type
RUN (press the RETURN key).

